This sequence diagram shows how act() captures droid from SWWorld

jMobile:Sandcrawler

em:EntityManager

Alternative

[if !justReleasedDroid && capturedDroid == null]

SWWorld.getEntityManager().whereIs(this)

currentLocation

SWWorld.getEntityManager().contents(currentLocation)

entities

loop   [for each entity]

Alternative

[if entity instanceof Droid]

SWWorld.getEntityManager().remove(capturedDroid)

[Else]

[Else]

justReleasedDroid = false;